

ZELDA 64

DAWN & DUSK



STRATEGY GUIDE

ZELDA 64

DAWN & DUSK

DAWNGROVE VILLAGE

DAWNGROVE



TIP:
(BACKFLIP)
HOLD Z-TARGET + JUMP
+ BACK ON THE JOYSTICK



GO NORTH/EAST AND DIVE INTO THE WATER TO GET THE EMPTY BOTTLE

BE SURE TO GRAB THE SLINGSHOT AND THE VILLAGER'S SWORD BY SEARCHING EVERY HOUSE IN THE AREA THEN FOLLOW THE SOUTHERN PATH, CLIMB THE VINES BESIDES THE INN TO GO UP THE ROOF AND TALK TO THE RESTING VILLAGER TO GET THE HEART PIECE #1

GRAB THE CUCCO LOCATED BEHIND THE INN AND GO ALL THE WAY UP THE STAIRS TO THE NORTHERN HOUSE, THROW THE CUCCO ON THE ROOF AND RAPIDLY CLIMB UP THE BUILDING TO TAKE BACK CONTROL OF YOUR CUCCO. FLY DOWN STRAIGHT AHEAD TO THE VINES AND CLIMB UP TO THE 'BEFORE UNREACHABLE' AREA TO GET THE HEART PIECE #2

NOTE: YOU WILL HAVE TO WAIT UNTIL YOU GET THE HAMMER IN THE "RED ICE CAVERN" IN ORDER TO SMASH THE NORTH/WEST BOULDER AND GET THE HEART PIECE #3 OR THE POWER BRACELET TO BOMB FROM ABOVE (WHERE'S LOCATED HEART PIECE #2)

INN'S HEART PIECE #4, YOU WILL NEED TO GET THE POWER BRACELET IN "DAWNGROVE" THEN BLOW THE WALL IN THE SECOND FLOOR'S LAST CHAMBER WITH A BOMB FLOWER

ITEMS:

- EMPTY BOTTLE
- SLINGSHOT
- VILLAGER'S SWORD
- HEART PIECES 1-4



ZELDA 64

DAWN & DUSK

DAWNGROVE



ITEMS:

- EMPTY BOTTLE
- POWER BRACELET
- METAL SHIELD
- HEART PIECES 5-6

TAKE THE TUNNEL STRAIGHT AHEAD. COLLECT DEKU STICKS FROM THE DEKUBABAS NEAR POINT 3.

GO TO POINT 1, LIGHT A DEKU STICK AND LIGHT THE TORCH AT POINT 2 TO OPEN THE GATE AND UNVEIL THE TORCH NEAR THE ENTRANCE. DROP INTO THE SECRET HOLE WHERE THE BUTTERFLIES ARE FLOATING AROUND. AND BUY THE PIECE OF HEART #6 (10 RUPEES) FROM THE DEKU SCRUB

FROM THE ENTRANCE, LIGHT THE 4 TORCHES FROM THE ENTRANCE TO THE POND'S DOCK TO REVEAL THE TREASURE CHEST CONTAINING THE METAL SHIELD, WHICH APPEARS AT POINT 3. MAKE SURE TO BE QUICK OR THE FLAME WILL DIE OUT

FROM THE ENTRANCE, LIGHT A DEKU STICK, GO TO THE TUNNEL AND LIGHT THE TORCH AT POINT 4 TO MAKE A CHEST CONTAINING AN EMPTY BOTTLE APPEAR AT POINT 5



TAKE THE TUNNEL PAST POINT 2, ELIMINATE THE THREE SKULITULAS, CLIMB THE VINES, TURN LEFT, OPEN THE CHEST AT POINT 5. MAKE SURE NOT TO DROP DOWN THE UPPER AREA TO YOUR LEFT, GRAB THE HIDDEN CHEST CONTAINING THE RED RUPEE, MAKE YOUR WAY TO POINT 6 BY CROSSING THE BRIDGE AND OPEN THE CHEST TO OBTAIN THE POWER BRACELET

BE SURE TO REFILL YOUR DEKU STICK STACK AND ELIMINATE THE GIANT DEKUBABA (Z-TARGET + SLINGSHOT) THEN GO DOWN THE SECRET HOLE BETWEEN THE TWO TREES AND COLLECT A RED RUPEE. HEAD UP TO "GREAT DUSK CHASM" AND ROLL TO AVOID THE DEKU SCRUB'S ATTACKS

GO BACK TO DAWNGROVE VILLAGE'S INN TO COLLECT THE HEART PIECE #4 BUY A FAIRY FROM THE MARKET (50 RUPEES) AND MAKE SURE TO KEEP AN EMPTY BOTTLE, IT WILL COME IN HANDY LATER



ZELDA 64

DAWN & DUSK

GREAT DUSK CHASM

DUSK PALACE
GARDENS

DAWNGROVE



ITEMS:

- BLUE FIRE
- DUSKSIDE TUNIC
- HEART PIECE 7



TIP:
(BLUE FIRE)
WHEN IT'S NEAR,
ALWAYS REFILL



GREAT DUSK CHASM PASSAGE

TAKE THE RIGHT PLATFORM UPWARDS, TAKE YOUR LEFT AND CROSS THE BRIDGE TO THE GIANT DEKUBABA. ELIMINATE THE SKULITULAS TO CLIMB UP THE VINES. PUSH THE BLOCK DOWN, GO BACK TO THE ENTRANCE, GO ALL THE WAY UP RIGHT. LIGHT A DEKU STICK AND QUICKLY MAKE YOUR WAY TO LIGHT UP THE TWO TORCHES AND THE SPIDER WEB

GREAT DUSK CHASM

GO TO POINT 1, GRAB A BOMB FLOWER AND THROW IT AT THE BOULDERS, MAKE SURE TO TIME YOUR THROW SO THAT IT DETONATES AT THE RIGHT TIME. WITH AN EMPTY BOTTLE, CATCH SOME BLUE FIRE. THEN CONTINUE ON THE PATH, GO LEFT TO THE BRIDGE, DODGE THE CLUB MOBLIN BY WALKING. (AFTER YOU GET PAST HIM, YOU CAN ELIMINATE HIM BY HITTING HIS BACK WITH A DEKU STICK)

AT THE END OF THE BRIDGE, CLIMB THE LADDER BEHIND THE TOWER AT POINT 2 HIT THE EYE SWITCH WITH THE SLINGSHOT ABOVE THE OPPOSITE TOWER TO OPEN THE GATE. ONCE YOU GET DOWN, TAKE THE LEFT PATH AND BLOW THE HIDDEN DOOR

FOLLOW THE PATH TO POINT 3 AND MELT THE RED ICE ON YOUR RIGHT WITH THE BLUE FLAME. AT THE END OF THIS PATH, THROW A BOMB OFF THE CLIFF AT THE LONE BOULDER TO BREAK IT

FORWARD TO POINT 4, JUMP THE PLATFORMS AND AVOID THE FLAMETHROWERS. AT THE FOURTH PLATFORM, TAKE YOUR SLINGSHOT AND HIT THE SWITCH TO YOUR RIGHT, LOCATED IN THE MIDDLE OF THE CENTRAL FLOWER PLATE. THEN, KEEP GOING AND COLLECT THE DUSKSIDE TUNIC AT POINT 5. BACKFLIP OF THE FENCE

GO BACK TO THE ENTRANCE AND GRAB SOME MORE BLUE FIRE. GET PAST THE BRIDGE, THEN THE TWO TOWERS AND CLIMB THE VINES. GO UP THE PLATFORM ON THE RIGHT SIDE, REACH THE TOP OF THE RED ICE AND MELT IT WITH THE BLUE FIRE, TRIGGER THE SWITCH TO MAKE A TREASURE CHEST APPEAR



GREAT DUSK CHASM (SUITE)

DROP DOWN AND CLIMB YOUR WAY UP TO THE PLATFORM AND GET THE HEART PIECE #7

RETRACE YOUR STEPS BACK, TAKE THE LEFT END PATH AT POINT 6 AND BREAK THE BOULDERS WITH THE FLOWER BOMBS. FOLLOW THE PATH TO "RED ICE CAVERN"

RED ICE CAVERN



▲ BE SURE TO BE FULL IN BLUE FIRE AND DEKU STICKS ▲ ENTER DOOR 1 (EAST), COLLECT THE 4 SILVER RUPEES: STRAIGHT AHEAD AND TURN RIGHT, FOLLOW THE LEDGE AND AVOID THE FANS (2 SILVER RUPEES), WHERE THE TORCH IS LOCATED, GO UP THE PATH TO THEN CLIMB THE VINES AND JUMP OFF THE HOLE (1 SILVER RUPEE), MELT THE RED ICE WITH THE BLUE FIRE (FINAL SILVER RUPEE), IT'LL UNLOCK AN ICE PLATFORM FOR THE NEXT STEP.

HEAD BACK WHERE THE FENCED TORCH IS AND LIGHT A DEKU STICK, GO RIGHT AND LOOK TO YOUR LEFT TO HOP ON THE ICE PLATFORM, LIGHT UP THE TORCH TO UNLOCK A SEALED DOOR. GO THROUGH THE DOOR 5 THAT LEADS TO A PLATFORM IN THE MAIN ROOM AND COLLECT THE SMALL KEY FROM THE CHEST, JUMP DOWN AND GRAB MORE BLUE FIRE.



FROM THE MAIN ROOM, GO UP NORTH TO THE LOCKED DOOR 2, IN THIS ROOM, MELT THE RED ICE AND COLLECT THE DEKU STICK UPGRADE (20 DEKU STICKS). GO BACK TO THE MAIN ROOM AND GRAB MORE BLUE FIRE, PUT ON YOUR METAL SHIELD AND DUSKSIDE TUNIC (YOU MIGHT WANT TO SAVE AT THIS POINT) AND GO THROUGH DOOR 3 NEXT TO THE ENTRANCE.

AS SOON AS YOU GET PAST THE DOOR, JUMP ON THE PLATFORM AND QUICKLY GET ON THE EDGE OF THE PLATFORM THAT IS CLOSER TO THE DOOR, TURN AROUND TO FACE THE DOOR, PARRY YOUR SHIELD TO CROUCH AND AVOID THE FIRST SPIKE ROLL, BE PREPARED TO BACKFLIP OVER THE SECOND SPIKE ROLL. Z TARGET THE BEAMOS AND PARRY YOUR SHIELD TO BLOCK THE LASER BEAMS.

PAST THE BEAMOS, FACE THE WAY YOU CAME FROM AND TAKE OUT YOUR SLINGSHOT TO THEN HIT THE EYE SWITCH LOCATED UPWARDS. SLIGHTLY TURN TO YOUR LEFT, LOOK FOR THE VINES AND CLIMB THEM. MAKE YOUR WAY UP THERE AND MELT THE RED ICE TO UNVEIL A HOLE IN THE FLOOR.

WAIT FOR THE PLATFORM TO COME UNDER THE HOLE, BE PATIENT IT'LL TAKE SOME TIME. JUMP ON THE MOVING PLATFORM, CLIMB THE VINES TO YOUR RIGHT, HIT THE SWITCH TO OPEN THE GATE BEHIND DOOR 4. GO THROUGH THE DOOR ON YOUR LEFT.

ONCE YOU DEFEAT THE POE WITH YOUR SWORD (4 HITS), A CHEST CONTAINING THE SMALL KEY WILL APPEAR. GO BACK IN THE MAIN ROOM, GRAB SOME BLUE FIRE AND HEAD UP TO THE DOOR 2 UP NORTH.

UNLOCK THE DOOR STRAIGHT AHEAD, DEFEAT THE WHITE WOLFOS WITH A DEKU STICK AND COLLECT THE HAMMER IN THE CHEST. MELT THE RED ICE TO COLLECT A HEART CONTAINER FROM THE SECOND CHEST OF THE ROOM. GO BACK THROUGH THE SAME DOOR, GO LEFT BEHIND THE FENCE AND SMASH THE BOULDER TO COLLECT A RED RUPEE (20)

▲ GO BACK TO DAWNGROVE AND DAWNGROVE VILLAGE AND GET THE HEART PIECES #3 AND #5, REFILL YOUR DEKU STICK INVENTORY AND BUY A FAIRY OR TWO FROM THE MARKET ▲

ITEMS:

- DEKU STICK UPGRADE
- HAMMER
- 2 SMALL KEYS
- HEART CONTAINER

▲ HEAD BACK TO GREAT DUSK CHASM AT POINT 7, SMASH THE RUSTY SWITCH WITH THE HAMMER, WHICH WILL UNLOCK THE GATE AND REVEAL A PATH TO "DUSK PALACE GARDENS" ▲



ZELDA 64

DAWN & DUSK

DUSK PALACE GARDENS

FINAL BOSS



GREAT DUSK CHASM



TIP:
(GUARDS)
USE THE TORCHES TO HIDE,
ROLL WHEN THEY TURN AROUND

ITEMS:

- HEART PIECE 8
- BOSS KEY
- HEART CONTAINER

◆ = TORCHES

ONCE YOU ENTER THE DUSK PALACE GARDENS, GO WEST, AVOID THE GUARDS, MAKE YOUR WAY TO POINT 1 AND SLINGSHOT THE CRYSTAL SWITCH IN THE WATER

BACK TO THE ENTRANCE WHERE THE FOUNTAIN IS, FOLLOW THE EAST SIDE PATH, MAKE YOUR WAY TO POINT 2 AND SLINGSHOT THE CRYSTAL SWITCH AT THE TOP OF THE FOUNTAIN. KEEP GOING ON THE NORTH/EAST PATH AND GRAB THE PIECE OF HEART #8. RETRACE YOUR STEPS TO POINT 3 AND HIT THE EYE SWITCH IN THE WATER TO MAKE ICE BLOCKS APPEAR

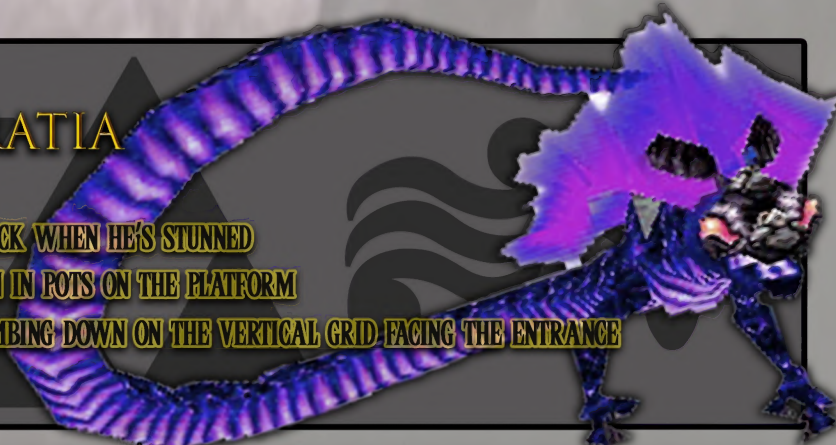
GET TO POINT 4, GRAB THE RIGHT STATUE AND PUSH/PULL IT TO TRIGGER THE FLOOR SWITCH AND IGNITE THE MAIN TORCH. LIGHT THE CENTRAL TORCH WITH A DEKU STICK, MAKE YOUR WAY TO THE NORTH/WEST REGION, LIGHT THREE MORE TORCHES TO OPEN THE GATE AND GET THE BOSS KEY

RETURN TO THE ENTRANCE, GO TO THE EASTERN PART OF THE MAP ONCE AGAIN, LIGHT THE SIX TORCHES ON THE WAY TO OPEN THE GATE. FIRE THE FINAL TORCH IN FRONT OF THE BOSS LAIR



FINAL BOSS UMBRATIA

- Z-TARGET/HAMMER HIT, SWITCH TO DEKU STICK WHEN HE'S STUNNED
- MAKE GOOD USE OF THE TWO FAIRIES HIDDEN IN POTS ON THE PLATFORM
- WHEN THE ROCKS ARE FALLING, HIDE BY CLIMBING DOWN ON THE VERTICAL GRID FACING THE ENTRANCE





ZELDA 64

DAWN & DUSK

NINTENDO 64

Only For

1 Player

EVERYONE
E
CONTENT RATED BY
ESRB